<u>IN THE CLAIMS</u>

A listing of the claims of the present application is as follows:

1. (Currently Amended) A method for use in a client/server environment of generating a user-interactive application that is dynamically partitionable when deployed in the client/server environment, the method comprising the steps of:

specifying that access to a model associated with the user-interactive application be performed through an application programming interface permitting location-independent allocation and access of model storage on the client and the server; and

specifying that access to view generating logic associated with the user-interactive application be performed through an application programming interface permitting location-independent allocation and access of view elements on the client and the server;

<u>wherein partitioning of the user-interactive application is changeable during execution</u>.

2. (Original) The method of claim 1, wherein at least one of the application programming interface associated with the model and the application programming interface associated with the view generating logic comprises a process to create one or more elements.

3. (Original) The method of claim 1, wherein at least one of the application programming interface associated with the model and the application programming interface associated with the view generating logic comprises a process to query one or more elements.

4. (Original) The method of claim 1, wherein at least one of the application programming interface associated with the model and the application programming interface associated with the view generating logic comprises a process to delete one or more elements.

5. (Original) The method of claim 1, wherein at least one of the application programming interface associated with the model and the application programming interface associated with the

view generating logic comprises a process to read at least one of a property and a state associated with one or more elements.

6. (Original) The method of claim 1, wherein at least one of the application programming interface associated with the model and the application programming interface associated with the view generating logic comprises a process to update at least one of a property and a state associated with one or more elements.

7. (Original) The method of claim 1, wherein one or more model elements associated with the user-interactive application are individually identifiable by respective associated keys.

8. (Original) The method of claim 1, wherein the one or more view elements associated with the user-interactive application are individually identifiable by respective associated keys.

9. (Original) The method of claim 1, wherein the application programming interface associated with the model has a structured lifecycle associated therewith.

10. (Original) The method of claim 1, wherein the application programming interface associated with the view generating logic has a structured lifecycle associated therewith.

11. (Currently Amended) Apparatus for deploying a user-interactive application in a client/server environment, the apparatus comprising:

a server having at least one processor operative to execute at least a portion of the user-interactive application, wherein the user-interactive application: (i) specifies that access to a model associated with the user-interactive application be performed through an application programming interface permitting location-independent allocation and access of model storage on a client device and the server; and (ii) specifies that access to view generating logic associated with the user-interactive application be performed through an application programming interface permitting

location-independent allocation and access of view components on the client device and the server, <u>wherein partitioning of the user-interactive application is changeable during execution</u>.

12. (Previously Amended) The apparatus of claim 11, wherein the model and a controller logic associated with the user-interactive application execute on the server and at least one view generated by the view generating logic is rendered on the client device.

13. (Previously Amended) The apparatus of claim 11, wherein a controller logic associated with the user-interactive application executes on the client device.

14. (Previously Amended) The apparatus of claim 11, wherein a controller logic associated with the user-interactive application executes on the server.

15. (Original) The apparatus of claim 11, wherein the client device comprises a web browser.

16. (Original) The apparatus of claim 11, wherein the client device comprises a personal digital assistant.

17. (Original) The apparatus of claim 11, wherein the view components encapsulate Java Swing components

18. (Original) The apparatus of claim 11, wherein elements associated with the model encapsulate EntityBeans of an Enterprise JavaBeans architecture.

19. (Original) The apparatus of claim 11, wherein the view generating logic renders a view in HyperText Markup Language.

20. (Currently Amended) Apparatus for deploying a user-interactive application in a client/server environment, the apparatus comprising:

a client device having at least one processor operative to execute at least a portion of the user-interactive application, wherein the user-interactive application: (i) specifies that access to a model associated with the user-interactive application be performed through an application programming interface permitting location-independent allocation and access of model storage on the client device and the server; and (ii) specifies that access to view generating logic associated with the user-interactive application be performed through an application programming interface permitting location-independent allocation and access of view components on the client device and the server; <u>wherein partitioning of the user-interactive application is changeable during execution</u>.

21. (Previously Amended) The apparatus of claim 20, wherein the model and a controller logic associated with the user-interactive application execute on the server and at least one view generated by the view generating logic is rendered on the client device.

22. (Previously Amended) The apparatus of claim 20, wherein a controller logic associated with the user-interactive application executes on the client device.

23. (Previously Amended) The apparatus of claim 20, wherein a controller logic associated with the user-interactive application executes on the server.

24. (Original) The apparatus of claim 20, wherein the client device comprises a web browser.

25. (Original) The apparatus of claim 20, wherein the client device comprises a personal digital assistant.

26. (Original) The apparatus of claim 20, wherein the view components encapsulate Java Swing components

5

27. (Original) The apparatus of claim 20, wherein elements associated with the model encapsulate EntityBeans of the Enterprise JavaBeans architecture.

28. (Original) The apparatus of claim 20, wherein the view generating logic renders a view in HyperText Markup Language.

29. (Currently Amended) A network-based system:

a server having at least one processor responsive to a user-interactive application; and

a client device having at least one processor responsive to the user-interactive application;

wherein the user-interactive application: (i) specifies that access to a model associated with the user-interactive application be performed through an application programming interface permitting location-independent allocation and access of model storage on the client device and the server; and (ii) specifies that access to view generating logic associated with the user-interactive application be performed through an application programming interface permitting location-independent allocation and access of view components on the client device and the server; and further wherein partitioning of the user-interactive application is changeable during execution.

30. (Currently Amended) An article of manufacture for use in a computing device environment of generating a user-interactive application that is dynamically partitionable when deployed, comprising a machine readable medium containing one or more programs which when executed implement the steps of:

specifying that access to a model associated with the user-interactive application be performed through an application programming interface permitting location-independent allocation and access of model storage in accordance with execution of the user-interactive application; and

specifying that access to view generating logic associated with the user-interactive application be performed through an application programming interface permitting location-independent allocation and access of view components in accordance with execution of the user-interactive application;

<u>wherein partitioning of the user-interactive application is changeable during execution.</u>

31. (Currently Amended) A method for use in a computing device environment of generating a user-interactive application that is dynamically partitionable when deployed, the method comprising the steps of:

providing an application programming interface such that access to a model associated with the user-interactive application is performed through the application programming interface, and wherein the application programming interface permits location-independent allocation and access of model storage in accordance with execution of the user-interactive application; and

providing an application programming interface such that access to view generating logic associated with the user-interactive application is performed through the application programming interface, and wherein the application programming interface permits location-independent allocation and access of view components in accordance with execution of the user-interactive application;

<u>wherein partitioning of the user-interactive application is changeable during execution.</u>